

DIDACTIC CONDITIONS FOR ACHIEVING STUDENTS' SELF-EFFICACY THROUGH THE USE OF ICT IN DRAWING LESSONS

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ABSTRACT

The following article deals with the didactic conditions for achieving students' self-efficacy through the use of ICT in drawing lessons. One of the key conditions for successful acquisition of drawing knowledge is graphic literacy (drawing and reading). The basis of how to read and draw the drawings is to have a perfectly mastered conditional simplification of everything in the drawing.

Keywords: Computer, graphics, information technology, projection, sketch, technical drawing.

INTRODUCTION, LITERATURE REVIEW AND DISCUSSION

21st century is a century of new informational technologies. It is not possible to develop educational skills without technologies in any field. Access to the 21st century learning skills used by students is considered to be the best way of life. In this context, the objectives of modern education are being changed from traditional education to 21st educational approaches. As a result of such approaches, students have the opportunity to use their skills, to be able to read and use the information, to be able to not only to see problems, as well as to solve them.

Therefore, the use of ICT in the school, as well as in all drawing lessons, has its effect. "Drawing would also be a priority for the country, if it were taught in school, reading, math and native language," wrote Denny Didro.

Indeed, the role of visual arts and drawing in human life is very important. Because the child first perceives the world as it is in the pictures, repeats what he sees, he learns and implements it by observing the practical thinking. While the images that he is creating are still abstract, he enjoys the aesthetic pleasure of what he does and embodies everything.

One of the key conditions for successful acquisition of drawing knowledge is graphic literacy (drawing and reading). The basis of how to read and draw the drawings is to have a perfectly mastered conditional simplification of everything in the drawing.

Therefore, it is important to know the rules of painting, first of all, to place the drawing or composition correctly on a notebook. The purposeful preparation of all the teaching aids includes everything from grabbing the pen to finishing the work on the tablet.

Apart from teaching materials, drawing rules also play a special role. Color, shade, light, perspective and so on will be the result if the rules are not followed.

Drawing rules are always complementary. Projections, sketches, technical drawings are all used in drawing tools. Drawing tools are in their own ways of painting varies a bit, such as

scratches, pencils, flights and so on. Observance of all drawing and drawing rules ensures that the next work is stable.

The importance of fine arts and drawing education in human life is essential. Because both the visual arts and the art of drawing play an important role in expanding people's worldwide.

Drawing forms the acquisition of critical knowledge by developing children's imagination and logical thinking, technical creativity, design and creativity in the learning process.

The purpose of school drawing education is to teach students to perform complex technical drawings, to read, and to express their thoughts through graphic images. If a student is a graphic literated, he or she will have the opportunity to quickly understand and complete all the drawing work in life as we are in the process of developing technical information. Thousands of technical terms come into our lives every year.

Information technology, computer software programs will be used to facilitate delivery, effective access to education and training to gain access to new opportunities and possibilities. Here's what Craig Barret has to say: "Miracles are not created by computers, they are created by human" that is, the use of information technology helps to improve the quality of education.

Especially in drawing lessons, it is very convenient to use modern techniques in explaining drawings to students. One of the simplest and easiest of these types is an electronic board.

An electronic pen is used when teaching on a whiteboard. All operations are performed using this pen. As with a simple whiteboard, you can only draw lines of any color and thickness. In the course of the lesson you can use electronic versions of textbooks, print versions of figures and fonts and color appropriate for painting surfaces. It is very convenient to delete, shorten, lengthen the lines, select and move the line thicknesses. More importantly, it is possible to save and display the lesson or drawings in memory of the board. To do this, it is necessary to give the necessary commands on the whiteboard and change them at any time.

All the lectures in the drawing classes can be recorded in an electronic whiteboard memory, displayed at the right time, stored on a flash, studied on a computer and even taught in a few classrooms at the same time. When using an electronic whiteboard, you can move the drawings left, right, up and down using the electronic pen to create space for the new drawing. The surface of the electronic board can be extended vertically and horizontally.

In Drawing lessons using an electronic whiteboard can provide the following conveniences: students do not need pencils, transmitters, circuits and other learning aids to make it easier to understand and there is no need to redraw the drawings in pairs. At the beginning of the second lesson, it is possible to review the content and drawings of the topic in the first lesson and then continue the lesson from there.

When an electronic board is made available: first of all it is necessary to study all its possibilities, except for drawing geometry lectures, practical training, and engineering. The use of electronic simulators for teaching graphics lessons and construction drawing lessons will be great conveniences for both the teacher and the student.

The teacher can perform all the actions on the blackboard while sitting. This will ensure that students are continuously monitoring what they are doing. Only the electronic pencil function

on the whiteboard controls the computer's mouse. These processes, first of all, enhance the learner's ability to master the subjects, and secondly, the use of electronic whiteboards, drawing geometry and engineering graphics to make them more efficient and effective. It is more understandable for students to draw and describe the actual distance between them on a whiteboard.

Because of this, every teacher, including teachers of fine arts and drawing must know about information and communication technologies and use them in their teaching.

It is hard to imagine modern architecture and construction without computer technology. Computer technology offers the most effective access to these areas. A number of computer programs have been developed in designing the architectural environment. For example, Autodesk AutoCAD creates 3d models, draws bin planes, Chief. Architect is for interior, Real time Architect - landscape architecture, Google Sketch up - builds 3Dmodels of buildings and Lumion is for architectural presentation.

Nowadays students need to know "Computer Graphics" in order to expand their capabilities in the field of architectural design and construction. In addition to mastering this discipline, students will learn about the history of graphic filters and programs, tools for working with graphic technologies, graphic resources, the economic efficiency of graphics editors, access to graphic editors, and work with raster and vector graphics editors. At the same time, students will study in depth the modern graphics technologies, their technical and software support, and their complementary devices.

They should be able to work with modern raster and vector graphics programs (for example, graphics editors Photoshop, Corel DRAW, POWERPOINT, AutoCAD, 3Dmax).

The main purpose of the course "Computer Graphics" in the field of architecture and construction is to teach students to use computer graphics, to create flat and spatial shapes in different forms, to describe different types of floors, to paint the floor plans. They need to get it. Learners should be skilled designers, developing skills and qualifications.

In the field of architecture and design, the program plays an important role. It is the ability to exchange extensive information with software programs. The program performs the main tasks in the implementation of practical projects.

It allows the designer to enlarge the visual world of the expert and to see its successes and achievements. Project institutes, small enterprises, small firms engaged in artistic and decorative creative work are being implemented in the country.

The three-dimensional graphics are the main component of computer graphics. It is difficult to imagine the various fields of animation, advertising, film, architecture and design without computer graphics. All of these areas use three-dimensional graphics. Creating highly sophisticated animated images is especially helpful with using 3DSmax software. Almost all three-dimensional objects can be created using this software.

The main purpose of teaching computer graphics at school is to teach students the procedures and rules of computer-aided drawing, such as drawing, diagrams and schemes of graphic and engineering graphics. The main task of "Computer Hafting" is to gain the knowledge and skills

needed for students to freely do computer-aided design and technological process models using practical and operational applications and ready-to-use packages.

In the 9th form of the secondary school, 4 hours are taught in the calendar-thematic plan. There are themes for making graphic images, drawing fonts, flat and volumetric shapes in Paint and AutoCAD software systems. As the modern classroom lessons have great requirements, we tried to study the methodology of using information technology in the course.

If a well-developed teaching method is logically and methodologically perfect, it will be easier to master theoretical and practical knowledge and save time in the learning process. At the same time, each teacher should have the following practical skills:

- computer-aided tutorials will help students select the AutoCAD software for the following topics: drawing, painting, shaping, drawing, shaping, drawing, drawing, drawing, drawing, drawing, and drawing;

- to teach practical use of commands such as text editing and scaling. The computer is designed to perform sequences such as advanced drawing skills. Drawings using these commands are methodologically correct for drawing the contours of the sections in the section "Geometric Drawing" as the job options for computer graphics.

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